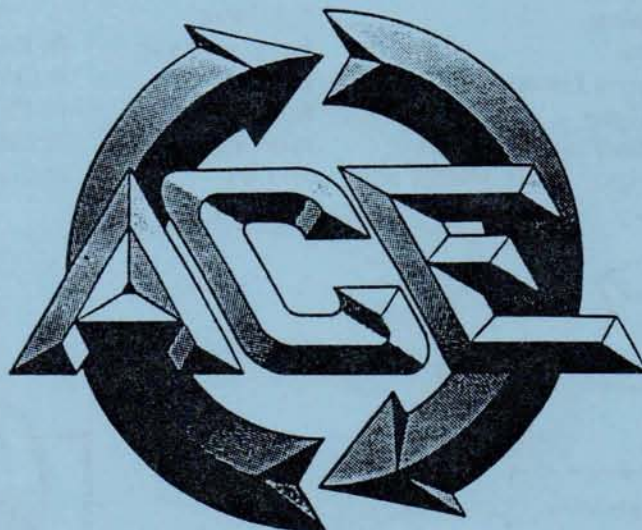


FEEDBACK

ADELAIDE ATARI COMPUTER CLUB

AN



GROUP

ATARI COMPUTER ENTHUSIASTS

IN THIS ISSUE:

MELBOURNE REPORT
SANTA CLARA FAIR
SUPERTEX REVIEW
COMPUTER CARE
SOUND WITH PERSONAL PASCAL
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The Adelaide Atari Computer Club (AACC) is an independent non-profit Users Group. We are an officially registered User Group with Atari Corporation, and a member of the Worldwide User Network (WUN). We are all Atari Computer Enthusiasts. Membership details may be obtained from the Secretary or at a meeting. All computer enthusiasts welcome.

Back issues of FEEDBACK are available as follows: Issues 1 - 7 (bound together) \$1.00 members, or \$1.50 non-members. Issue 8 onwards, 60c each, members, or \$1.00 each, non-members - plus post/packing if necessary.

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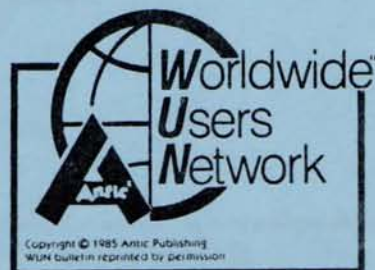
Meetings are held on the *First Monday* of each month (or *second* if the first clashes with a public holiday), at Gilles Street Primary School, City; and the *Third Monday* of each month at Modbury West Primary School (cnr Wright/Kelly Roads, Main Building).

ILLEGAL COPYING WILL NOT BE TOLERATED AT CLUB MEETINGS.

Adelaide Atari Computer Club, P.O. Box 333, Norwood, SA 5067 Australia.

The Club's elected officers are:

| | | |
|--------------------------------|------------------|-------------|
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| Vice President | Charlie Vowles | Ph 295 7515 |
| Secretary | Peter Waterman | Ph 261 5449 |
| Assistant Secretary | Vacant | N/A |
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| Software Librarian 8-bit | Peter Gibson | Ph 258 5659 |
| S/W Libn, 16-bit (FASTER only) | John Orr | Ph 271 2705 |



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THE PRESIDENT'S BYTE

Thank you to our new Editor for a most "professional" first effort. Raewyn Petersson and her esteemed hardware "GURU" husband Brian have brought about a major change to our newsletter problem. Now we can produce as many newsletters as we can write and pay the printer for.

At balance dated 30th June 1987 the club had over \$800 tied up in magazines and only about \$130 in cash. The two July meetings have led to the sale of a number of magazines and the payment by a number of members of deposits on the next copy of each ordered magazine have just allowed us to pay our bills. Also welcome was a donation of software from one of our members which has helped to keep us just in the black.

Firstly we have a number of back issues of ANTIC at reduced prices and our disk librarian should have a separate list of those copies in this newsletter. Look carefully at these magazines as they contain many excellent programs, and you are allowed to get typing help from other members if you own a copy of the magazine issue containing the program. A major function of the Club has been the provision of magazines not available from other Australian sources. Interstate members should contact Peter Gibson if they are after copies of any magazines, although generally most of the backlog are American magazines.

On your behalf I have to thank Peter Waterman for a job well done as Secretary, not just because of the official duties but also in assisting the 8-bit disk librarian to produce a good selection of Club disks. Peter has to attend lectures on Monday nights now and so we need a new Secretary and a new Assistant Secretary. I hope to be overwhelmed by the rush of volunteers to join your hard-working Committee.

Please discuss the matter of subscriptions with Committee members before the Annual General Meeting. With recent increases in rental and postal charges a subscription of \$25 for family membership for a year will just cover Club costs for next year's budget without other increases. We intend to propose fund-raising schemes at the AGM but a \$30 subscription would make life a lot simpler for your new Committee and reduce the percentage of running costs borne by Committee members.

The other matter that bears repeating is the critical part which will be played in the "Computer Wars" this year by dealers. Without dealers our superb machines are of very limited value and Club members depend on dealers to provide them with a wide range of goods and services. The Club needs new members to be able to provide it's services and they are the people who have bought computers from dealers. A donation from Sargent Computers established this Club. When Futuretronics lost the distributorship The Computer Centre kept Atari alive in Adelaide. It would be difficult to visualize the club if the Singapore ST's had not been available; most of the help the Club can now offer would not have been available, in fact survival would have been a desperate problem for the Club, so your Committee has always done it's best to support the dealers who have supported the Club.

A trickle of new software is now reaching Adelaide, and if you can clear the shelves of good, old software that will help the situation.

What this means is that if you have learnt about Spreadsheets on SPEEDCALC by typing it in and using it and are now ready to tackle big jobs with an 8-bit machine, then you could be the person to take VISICALC off the shelf at The Computer Centre in return for \$32. The package is old, older than when it sold for over \$400, not particularly friendly, but it provides raw computing power and there are textbooks in the library to show you how to use that power. The newer programs match or better it in some ways but VISICALC remains as a thoroughly proven and debugged program with a wealth of published user assistance available. It is virtually the program that started the micro-revolution.

I mentioned in the last Gilles Street meeting Flight Simulator II which remains one of the Top Ten programs everywhere else in the world. At \$68 you won't buy it cheaper with the original manuals.

Synfile+(130XE) is an open ended database which can manage 16 disks full of Data. You may see slightly lower prices in America but I have been told that many mail-order houses are offering the version which can only use 64k maximum RAM. The ST shelves are just as interesting so I believe we all have an interest in clearing them to make way for new software. The club is receiving enthusiastic support from dealers who joined the ATARI fold more recently so back them up whenever you can.

Thankyou to all committee members for a valiant effort this year. Some of them overcame considerable obstacles to help keep your club running smoothly. We have come a long way this year, and of course we still have a long way to go.

EL PRESIDENTE

SECRETARY'S NOTES

I would like to take the opportunity to thank all Club members for the co-operation and support they have offered me during my three years as a Committee member.

I am optimistic that there will be a change for the better in the year that is about to unfold. With new marketing arrangements for ATARI products, release of the necessary software and 'local' service for hardware, we will see ATARI in a competitive position in the market place.

As you may gather, I will not be seeking election to a Committee position at the Annual General Meeting. Study this year and next, will be absorbing a large slice of my spare time and therefore I think it is only fair to stand down for someone who can give this position the attention it demands.

Peter Waterman

A MELBOURNE REPORT

By Norm Pearce

A couple of weeks ago, a quick visit was made to Melbourne to see what was happening over there (apart from a bit of a rest?)

The main reason was that Ken Pell, of Sound Serious, (the music experts), had just arrived back from a world trip surveying the Atari scene.

My first visit was to Myers City, where they have a large entertainment centre, with Amstrad, Atari, Commodore and Apple computers on display. The new Amiga 500 had a faulty monitor and was not working. The Commodore PC's were being discounted and there were heaps of cheap software for the C64. The Atari 130XE had no software for it, but the XE family starter packs were being reduced to only \$349! The 520 and 1040ST's had no mice, so even though the 1040 was showing Brataccus, no-one could play it. The 520 had a music demo of MidiPlay. All of the other brand computers had joysticks or mice with them, (Myers Adelaide too). I found 4 pieces of software for the ST's and none for the 8-bits.

Just around the corner at Technical Book Supplies, there were plenty of books for the ST including 3 by SYBEX and 3 or 4 for the 8-bits. Melbourne ACE's monthly magazine was also on sale.

The next day I met with the MACE librarian. Their club is going extremely well with a very strong ST Music SIG. A large number of MIDI programs are available, or on the way. They are also (as well as us) doing 1MB upgrades and doublesided diskdrives. A suitable case/cabinet is their problem also.

The most exciting news for ST owners - a MagicSac compatible Macintosh emulator can be built into your ST. This has been designed and built in Melbourne, and is running Mac programs such as Finder 4.1/Excell/M-Cadd/Startup/Ready, Set, Go/Microsoft/Mac Paint/Mac Draw/Write Now. And the cost? Only \$150, plus post and packing both ways (your own ST must be sent). Members interested may obtain the address from me.

One piece of information gained is that Mac software is not necessarily good, and that ST software is just as good, if not better than, the Mac's. In fact, now that we have Publishing Partner, Fleet Street Publisher and M-Cadd (by Migraph) I'd well believe it.

A quick trip to Calcutronics (Melbourne's oldest Atari dealer) followed. This was disappointing, although they have good hopes for the future, if Atari Computers Aust. can get things going quickly. They had 40 titles for the ST including Fleet Street Publisher (at \$399 it was too expensive), and 15 titles for the 8-bits in stock (all old, nothing new).

In the evening, I went what seemed like a hundred miles to the outer suburbs to meet with Ken Pell and Roger Campbell of Audio Logic, (importers of music software). This was most interesting and involved almost total music software. Roger had just received a new shipment of software including the updated Dr T's KCS. Dr T although a starter after Hybrid Arts, now have 17 music titles while Hybrid Arts have 15. There are now 62 titles in the ST range with a lot more being ported over, since Atari became the first computer company to show at the recent NAMM show in the US.

Some details of the software are: -

Dr T's Keyboard Controlled Sequencer (KCS) Version 1.5 now available, and can be updated in Australia for original version purchasers, has been much expanded and improved including clock. All Dr T's software includes randomize functions. The Atari ST version of KCS is the most powerful sequencer on the market today. At \$475 (plus \$400 for The Copyist) it is some \$500 cheaper than the famed music scoring program for the Macintosh. Full details can be had by asking me.

Dr T's Midi Recording Studio is an inexpensive approach and is a simplified version of KCS providing 8-track recording and displaying all MIDI events on screen. Only \$135 (similar Mac program is over \$500).

New programs from Dr T include 4-OP Deluxe a Caged Artist Editor for FB01, DX100/27/21 Yamaha instruments - \$225. (Includes TX81Z on ST.)

Dr T's The Copyist, is a publishing-quality score editing and printing program, reading and writing files from the KCS program, for \$400.

The famed Hybrid Arts ADAP hardware/software will be on its way from the US shortly for around \$4500. What can be done with editing a sound wave is incredible. A demo will be in the PD library shortly.

BeamTeam's Transform is a musical operating system providing a multi-tasking sequencer/editor/librarian/patch editor and will be under \$300.

The Steinberg Pro-24 retails around \$500 (Sound Serious).

The other interesting bits from Ken were that a Commodore Amiga emulator is nearly ready in the US, and that Atari Corp. were working on a new 250MB hard disk for around \$US3000 (\$Aust6000).

Signum is a very interesting professional text and document processor, (see last issue of Feedback) and is now available from Sound Serious for \$390 (demo in the PD library)

That just about wrapped up the visit to Ken and Roger, and I thank them for their time.

The next day, I went out to Military Simulations in Moorabin. These are the people involved in all types of simulation games (board and computer). Once upon a time they used to have the largest range of products for the Atari (8-bit). More even than for the Apple. It was disappointing this time as they only had a handful for the 8-bit and none for the ST. Although they said 'we are expecting some for the ST soon'.

Back in town, in busy Elizabeth St, is Brashes, a very large music store similar to our Allan's. They had an impressive window display with the 1040ST, colour monitor showing music sequencer and heaps of scored music printouts. There were always people stopping to look and take it in.

Around the corner in Toyworld, they have had the ST's for over a year, so I thought it would be interesting to see how they were going now. First of all there was the wall of C64 programs. I don't think I've seen more anywhere. Rather daunting. The ST was set up right next to the Amiga 1000. The Amiga had a game running and the ST had a desktop up. Plenty of people jamming around trying to see/play the Amiga. On the shelves were some 40 odd titles for the Amiga and 5 for the ST. The salesperson (young lad) was busy explaining to a customer who wanted to know the differences between the ST and Amiga. After he

said he had an Amiga and would unhesitatingly recommend anyone buying one; that the Amiga is 100% IBM compatible and the ST had no supporting dedicated chips, and so on, it became too much for me. I ended up talking to the senior salesman about the lack of a program on the ST. He said he had not had time to set it up. (It was already up with a desktop though.) Well, that was that, so I walked out.

Back into Elizabeth St at McGill's Authorized Newsagency. They have always had Atari books. The following is a list of titles noticed. They will post out to customers as well.

Antic (March/April/May issues at \$2.95), June and July issues \$6.50.
 ST Applications May \$6.50.
 Atari Explorer Spring \$7.30.
 Melbourne ACE June \$4.00.
 Elementary ST Basic (Comute) \$33.95.
 Introduction to Sound & Graphics on ST (Compute) \$33.95.
 Understanding Atari ST Basic Prog. (Sybex) \$39.95.
 Atari ST Logo (Hayden) \$37.95.
 Atari ST Programmers Guide (Held) \$32.25.
 Atari ST Graphics & Sound Programming (TAB) \$28.90.
 Mastering Sound & Music on Atari ST (Sybex) \$43.95.
 The Atari ST's Users Guide (McGraw Hill) \$30.95.
 1001 Things to do with your Atari ST (TAB) \$25.25.
 The Atari ST Companion (Sunshine) \$34.95.

None of the Abacus range of ST books were to be seen, but these are available (with disks if wanted) from Alliance Computers (Brisbane), or MicroBase Computers (WA).

So, that was a bird's-eye view of the Melbourne scene. Just a reminder, if you want music software, and Festival Music cannot supply it, then refer to AudioLogic or Sound Serious in Melbourne. If they don't have it, it's probably not worth getting - but they can, and will order, any software you require.

ATARI ST PUBLIC-DOMAIN LIBRARY

P.O. Box 333 NORWOOD S.A. 5067

Now appointed Australian distributor of **ST NEWS** the disk magazine from The Netherlands. These disks contain heaps of news, reviews, articles, tutorials (no games as yet).

3 issues are now in the library for only \$10 each (\$11 posted).

(3 more issues will be in the next updated list)

Disks 1 to 124 now available

Absolutely recommended is Frank Waldens Shareware DCopy20 on disk 124. Also contains Megablit an all resolution paint program

HARDWARE

Non - Atari Monitors for Your ST

by Brian Petersson

I should say, without a doubt, one of the most asked questions I receive would be 'can any other colour monitor be used with an Atari ST?' The answer is yes; but there are several problems which must be overcome. Most of the problems have simple solutions but may require a little research on your part

There was one major hurdle; that of obtaining the elusive 13pin monitor plug - the most essential item. This is where Micro Accessories of South Australia (Unit 8, Hewittson Road, Elizabeth West, SA 5113) come in. It is now importing this plug in reasonable quantities. The current cost for it is around the \$14 mark, but you will have to contact them at the time of purchase for an exact price.

As there is such a wide range of monitors, I cannot give precise details on any particular unit. What I shall do, is outline the key components to look for, to allow those of you with some basic technical skills to make up a suitable interface for the monitor of your choice.

The monitor must be capable of analogue R.G.B. and have sound capabilities, although the latter can be overcome. The 16 colour T.T.L. R.G.B. types which are used on standard IBM's are not suitable. They can be made to work in a limited capacity, and I have built up some converters from articles giving circuits that allow this, but the results are not worth the effort. What happens is, where a program uses colours that don't fall into the category of being either a primary or secondary colour, or half level colour of primary or secondary, all other colour shades will be put into one of the two former categories. On some games this can make some displays look quite bad. The ST puts out colour signals that vary over 8 steps between 1.2 Volts to 2.7 Volts for each of the red, green and blue outputs. Please note this may vary slightly between different versions of the ST.

You will note that the colour output has a voltage offset on it. For example the output swing does not start from 0 Volts up, but at 1.7 Volts. If connected directly to some monitors this will cause the picture to look milky due to the lack of blacks. To minimise this, the output voltage must be lowered so as to start from say, around 0.5 Volts. Although crude, the simplest way to do this is to use switching diodes to drop the DC level down by 0.7 Volts (See diagram 1). Usually the monitor has a largish connector into which you can place these diodes and pulldown resistors. I will leave this up to you.

Next are the horizontal and vertical signals. The monitor uses these signals to synchronize it to the video output of the ST. The vertical sync tells the monitor when to start a new scan from top to bottom, and the horizontal sync triggers the monitor scan from left to right. The outputs from the ST are separate horizontal and vertical signals, which are negative going. Some monitors will accommodate this, others require composite syncs. This means the horizontal and vertical sync signals need to be combined. A simple but effective way to do this is to use a pair of diodes and resistors (See diagram 2). These components form a simple mixing circuit. One diode passes the horizontal sync, and the other diode the vertical sync whilst isolating the two inputs from each other. The resistor supplies the low when sync is present at the diode inputs. These components can

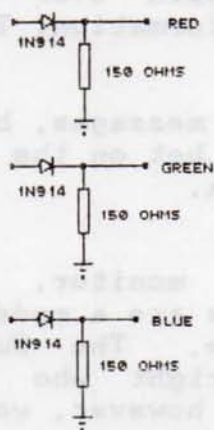
usually be installed into one of the plugs.

If your monitor has sound, this can be connected directly or as a precaution via a 200 ohm resistor between ST and monitor. If your monitor has no sound capability, you may wire a flying lead off the monitor plug into an RCA plug, to allow for the use of a portable amplifier or stereo amplifier.

Now, having worked out what is required in your case, all that is needed is to wire up your 13 pin plug to your colour monitor. As many monitors or combined receiver monitors use a scart connector for external signal inputs, I have shown, (diagram 3), how to hook up the ST monitor plug to a Scart connector. Please note one very important point, your monitor must be mains isolated or damage may be done to your computer. Some cheap imported monitors do not use a mains transformer or switch mode power supply to convert the mains 240 Volts to the lower voltages needed by the set. This can result in 240 Volts being connected to your computer; (goodbye computer or computer user).

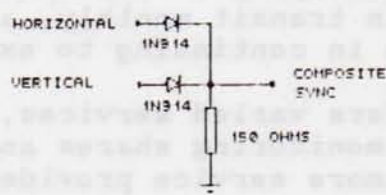
I have done several such monitor conversions and experienced no problems. On my computer I am using a Commodore 1081 colour monitor, which produces excellent colour. The advantage of this unit is that it can also be used on my video recorder as it has a composite video input. This also means for you Atari 2600 games enthusiasts or 8-bitters out there, that you can use your 8 bit machine into the same monitor as your ST.

FROM ATARI TO MONITOR

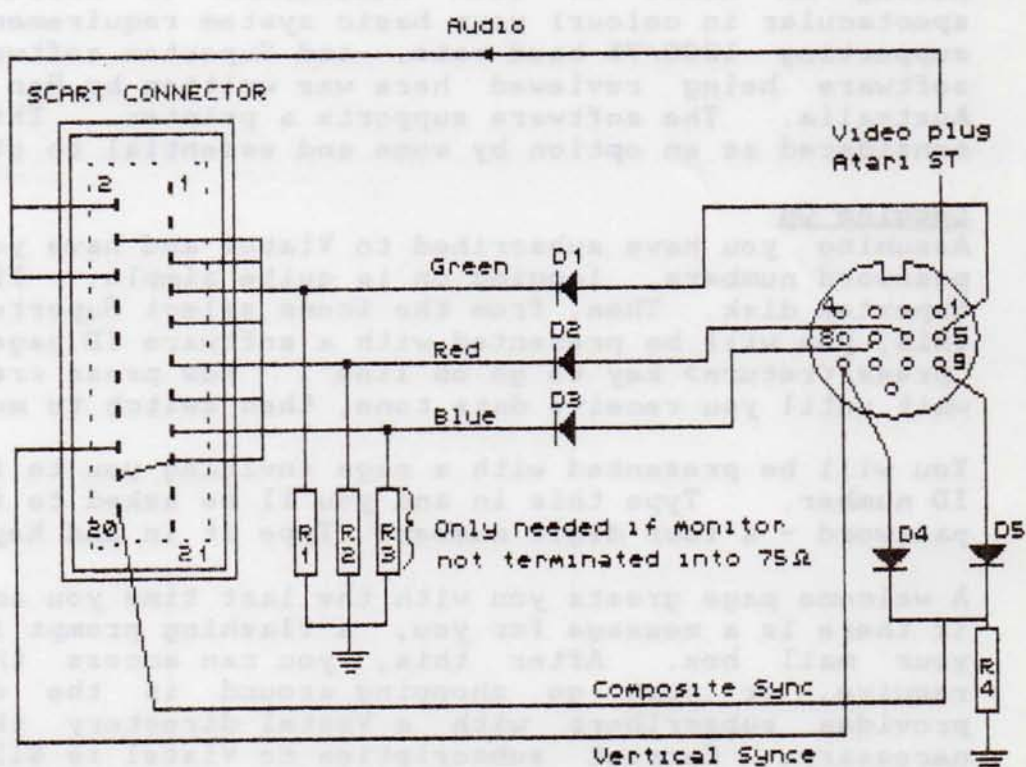


DIAG 1.

FROM ATARI TO MONITOR



DIAG 2



DIAG 3

**SOFTWARE REVIEW**

by IAN FLEETWOOD!

Supertex Version 1.2

A Video terminal Emulator for the Atari ST

What is Viatel?

Viatel is operated by Telecom Australia; it is a computer based, interactive, information, messaging and transaction system. If you have the right hardware and software, (more on this later) the Viatel database can be accessed via your Atari ST by using the existing telephone network.

Presently, Viatel has some 26,000 registered subscribers, and over 200 organisations supplying information and services. It is estimated that some 70,000 people are using Viatel monthly. With over 75,000 messages in transit monthly, and 85,000 frames of information, Telecom are active in continuing to expand the database.

Viatel offers varied services, ranging from sending messages, banking at home, monitoring shares and stocks, to placing a bet on the races. There are more service providers logging on each week.

System Requirements

Having an Atari ST with monochrome or colour monitor, (more spectacular in colour) your basic system requirements are a modem with supporting 1200/75 baud rate, and Supertex software. The Supertex software being reviewed here was written by Ron Wright who is an Australian. The software supports a printer. This however, would be considered as an option by some and essential to others.

Logging On

Assuming you have subscribed to Viatel and have your customer ID and password numbers, logging on is quite simple. First, boot up your Supertex disk. Then, from the icons select Supertex Prg. Having done this, you will be presented with a software ID page with user prompt - 'press <return> key to go on line'. Now press <return>, dial 01955, wait until you receive data tone, then switch to modem.

You will be presented with a page inviting you to input your customer ID number. Type this in and you'll be asked to input your personal password - a four digit number. Type it in and hey presto, you're in!

A welcome page greets you with the last time you accessed Viatel, and if there is a message for you, a flashing prompt invites you to clear your mail box. After this, you can access the information you require, or just go shopping around in the database. Telecom provides subscribers with a Viatel directory that is updated as necessary. Current subscription to Viatel is \$12.50 pa plus online charges.

Did you know that Goldlinks, a service provider, has a bulletin board service just for Atari users? All that has to be done to access the BBS is key in *17824# and you're in

Special Keyboard Function

After reading the fairly comprehensive manual on the Supertex package, it becomes apparent that Ron Wright has given a lot of thought to ease of operation for the end user.

The Help key leads to the command system which will give you access to the Save, Load, Dir, Print, and Set Up commands. The cursor arrow and return keys let you do the rest. All the F1-F10 function keys are programmable to those commonly accessed pages in Viatel.

As logging on to Viatel will cost you presently, 5 cents per minute, it is important to be able to store the pages you require and then log off, which allows you to read those pages without further cost. Storage of up to 36 pages is possible, by pressing the insert key after you have accessed the desired page. A single line message confirms that the particular page has been stored and what page number it has been assigned. A hardcopy of the stored pages can be printed out in either ASCII or graphic screen dump. Ensure the printer set up for your GEM desktop has been correctly installed, for instance, 1290 or 960 dots per inch etc., as the Supertex program uses the GEM printer routine for printout.

Full colour and graphic modes are supported, such as single and double height characters, along with conceal and reveal. Flashing characters can also be included in your messages, enabling you to highlight a particular part of the message.

Automatic sending of customer ID is also a feature. When you boot your Supertex disk up, select Automatic Prg icon. All you then have to remember is your 4 digit password. This password cannot be programmed in, which protects you from unauthorised use of your Viatel account.

Summary

I have now used the Supertex package for over two months. I find it to be complete and user friendly. Ron Wright has indicated that he is further developing this software package, although it is hard to believe that it can be improved. At approximately \$110 it is excellent value.

A SAMPLE PAGE FROM VIATEL



1 SCHEDULES
2 FARES
3 BOOKING OFFICES
4 TOURS & ACCOM
5 QANTAS INFO
6 ADDRESS
7 VIATEL

AVIA Member

QANTAS

World of Atari Fair Santa Clara Show Debuts

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With all the other Atari Fairs that took place during the past 12 months and the huge Consumer Electronics Show just three weeks ago, it was surprising to find so much new to see last weekend during the hastily-organized World of Atari Fair at the year-old Santa Clara Convention Centre. But, several unfamiliar companies with impressive ST software made their Atari Fair debuts last weekend.

A near-production version of the Atari SLM804 laser printer had its first public showing. The Atari laser printer is smaller and lighter than most current models, but seems just about as fast and sharp. It was operating in Diablo 630 emulation with a 4Mb Mega ST running a pre-release version of the Microsoft Write word processor with a WYSIWYG display. The laser controller board is in a modem-sized box cabled between the ST's high-speed Direct Memory Access (DMA) port and the printer. This controller box also has a second DMA port for connecting a hard disk.

This 300 dots-per-inch printer supports Atari's GDOS (which automatically uses the highest resolution available to a printing device). We picked up a selection of the sharp graphics and multi-font printouts that the Atari SLM804 kept churning out throughout the day. Late summer or September is the current estimated market arrival for the Atari Desktop Publishing System.

At a neighboring booth, Word Perfect was showing a near-beta version of the forthcoming ST edition of its bestselling word processor. The GEM-based software, due in September, looked extremely fast and powerful. It will list at \$US395 but is often discounted by more than 50% in the IBM version. The WP rep said that the company is working closely with Publishing Partner's developers to assure immediate desktop publishing compatibility for the word processor.

Programmers will love Omniware's new Edit/Booster, an ST text editor that also generates GEM code by mouse. Select "Draw A Circle" from a drop-down menu and the GEM code appears in your program. The version currently on sale just works with C, but updates for GFA BASIC, Personal Pascal and Modula-2 are promised soon. Omniware, based in Bellevue, Washington also showed a desk accessory controller for the widely used Hewlett-Packard Laserjet printer and an H-P terminal emulator.

Iliad Software of Orem, Utah, another new entry, showed a powerful, user-friendly CAD/drawing program, Athena II, selling for \$US99.95. Athena requires a 1Mb ST, but functions in either color or monochrome. Coming soon is a circuit-testing simulation program called Circuit Maker. The company was also showing a multiuser, multitasking operating system, PDOS, which is similar to the system used on 68000-based VME workstations.

A wide-ranging product line of specialized business applications for the ST was shown by Hi-Tech Advisors of Winter Haven, Florida. Their \$US199 titles included Church Manager, Service Station Manager, Video Store Manager, Inventory Pro and Sales Pro Plus. Mail Pro handles custom mailing lists and form letters for just \$US69. SBT of Sausalito, California kicked off a line of dBASE III business accounting modules based on the ST's dBMAN clone.

Beckemeyer Development Tools of Oakland, California showed their latest addition, a touch-screen restaurant menu system. The demonstration model for a Chinese restaurant was almost frighteningly complete and efficient.

Two image scanners were shown at the fair. Navarone, of Sonoma, California had a \$US1,239 ST system including the Canon IX-12 scanner. The simpler \$US99.95 IMG Scan from Seymour-Radix of Irving, TX used a small box that tapes to the print head of any dot matrix printer that supports graphics.

Old timer, Lou Schwing of Astra Systems was gleefully demonstrating the ruggedness of his HD+ unit which combines a 20Mb hard disk and a double-sided ST 3.5" disk. The HD+ was notably cool and even kept operating as he waved it in the air and laid it on its side. DeskCart, time clock/calendar with a full set of sidekick-type desk accessories including a filer, calculator, address book, notebook, macros, RAMdisk driver and other utilities. The cartridge format is claimed to save memory and operate faster.

The World of Atari was busy and profitable for most exhibitors throughout its Friday-Saturday run. The thriving Antic booth was showing upcoming ST graphics software from The Catalog -- Cyber Paint, a paint program that creates images for animation with Cybermate, and Spectrum 512, a smooth-lined, ultra-clear paint program that can display all the ST's 512 colors simultaneously.

MAGAZINE SALES

SPECIALS

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*****
*
*   ANTIC : May 1986 Vol.5 No.1                .....$5.00
*   ( including 'The ST Resource' Vol.1 No.10 )
*   ANTIC : June 1986 Vol.5 No.2                .....$5.00
*   ( including 'The ST Resource' Vol.1 No.11 )
*   ANTIC : July 1986 Vol.5 No.3                 .....$5.00
*   ( including 'The ST Resource' July 1986 )
*   ANTIC : August 1986 Vol.5 No.4               .....$5.00
*   ( including 'The ST Resource' August 1986 )
*   ANTIC : September 1986 Vol.5 No.5            .....$5.00
*   ( including 'The ST Resource' September 1986 )
*   ANTIC : November 1986 Vol.5 No.7             .....$5.00
*   ( including 'The ST Resource' November 1986 )
*   ANALOG : October 1986 No.47                  .....$5.00
*   ( including ' ST Log' October 1986 Iss.7 )
*   ANALOG : November 1986 No.48                 .....$5.00
*   ( including ' ST Log' November 1986 Iss.8 )
*   ANALOG : December 1986 No.49                 .....$5.00
*   ( including ' ST Log' December 1986 Iss.9 )
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Country and Interstate enquiries are welcomed.
Contact Peter Gibson by Phone or mail and get yours NOW !!

ODDS & ENDS

by Neil Patterson

A few 8-bit nerve ends are raw in the United Kingdom since an advertisement by Atari UK for the 130XE game machine, (and don't think that the ST has escaped the same label - it hasn't).

I found it somewhat encouraging to hear a technician describe IBM compatibles based on the 8088 chip as 8-bit machines this week, and then complain about the very limited capacity of any compatible as a games machine.

Alley Cat was the demonstration and a very well designed game it was, but character graphics on a slow computer with only 8 colours really limit the final result. Perhaps people ARE really paying ATARI a compliment when they say they make games machines. Think about it!! The things that set WIMP (Windows, Icons, Mouse, Pulldown menus) machines apart are exactly the same things that go to make a good games machine. When do we get a GEOS system for the ATARI's?

The latest reviews in the magazines from overseas are most interesting. Two reviews of the XEP80 80 column printer interface give us a target price of \$160 Australian, but not a market date. So now there is an official 80 column system, at least on the American market. I will be most interested to see what word-processing bundles are offered now. Most word processing packages for other machines are downright unfriendly and very expensive. The present US package for \$399 consists of a 1027 letter quality printer with a 130XE and a 1050 disk drive and ATARIWRITER PLUS. In the next couple of months a bundle including the XEP80, and an amber monitor could well make an impression on the market, particularly in the UK.

Further reviews are for Flight Simulator II and the Scenery disks, still the number one pastime on IBM compatibles in spite of the limited screen displays. Among the top TEN software sellers in the UK for all machines is a new title for the 8-bit ATARI's. MINI OFFICE II from database Publications is a program for 48k 8-bit machines at a suggested retail price of 19.95 which provides serious facilities for word-processing, a spreadsheet, a database, graph drawing, a label printer and a communications program. Although this is half the price of major packages to carry out only one of these functions, initial reviewers like the package and ATARI owners are buying it.

The Computer Centre is getting titles in under the MASTERTRONICS label with a price tag of \$9.95 on cassettes and \$11.95 on disks. The big problem is that they can't keep the ATARI titles on the rack. They sell so quickly that the staff can't even remember what the titles were. Members in the city may find it worthwhile to keep an eye on that rack.

Will Visser remains a major source of hardware modifications for 8-bit Atari owners at extremely good prices and with first-class backup. When you realize that owners of most brands of 8-bit computers are just starting to look at the use of more than 128k of memory, while the AXLON ram-disk goes back 7 years, and Will Visser has provided Australians with a wide range of expansions and 256k for the 600XL at under \$100 Australian, he really deserves backing from members: the more so because of the help members receive in solving problems with both installations and applications.

Keep your eyes open on racks of software for other brands too. Many English companies produce "Flippies" with the Commodore version on one side and the ATARI version on the other. Often the dealer doesn't even

know he has the program for sale. Certainly new games are being released. The letter writing campaigns like those run by "ANTIC" are beginning to bear fruit, and as soon as ATARI has hardware in Australian Shops we need to start the same thing with Australian software distributors. The inside front cover of July COMPUTE! advertises 3 new ST and 3 new 8-bit titles from MINDSCAPE.

I would be interested to hear from members if any new odds and ends come to their attention. I find it hard to keep up with the information coming in now, let alone writing it up for this column. OH YES, the editor has not received any 8-bit reviews. The target length is only 200-240 words so how about it? If your computer is not a doorstop then you are using software and you could help others by telling them what it is and what it does.



As last month's column was a super size with heaps of news, this one will be short. Nothing has really happened anyway. We are still waiting for Atari Computers (Aust.) to make a move.

I understand that advertising for the ST series will begin on September 1st. Since the State Reps will be attending Atari in Sydney early August to get the good news, we can expect to hear something shortly after.

On to current matters then. If you read my Melbourne Report, you will know about the Mac emulator, (built in to your ST), and the assortment of music MIDI software here or on the way.

A new dealer has been appointed: Conlan Computers of Semaphore. There has also been a shuffle in staff at Festival Music (Glenelg). Graham has moved and Brett has taken over the keyboards/computer area.

Our hardworking Brian Petersson is still doing 1Mb upgrades for all you 520 owners. The cost is still around \$200 (depending on chip prices at the time). He will also be doing 2Mb upgrades when the price of 1 meg chips starts coming down. He is also working on the first RF modulator prototype. It is hoped that this will be shown at the next meeting, with a test on various display screens.

The RF modulator will be available as an add-on box or built in (if you supply your ST to him). I think a hard disk interface (non-Atari) may also be on the way.

Micro Accessories (of 8/100 Hewittson Rd., Elizabeth SA) has appealed to ST owners to contact them and tell them what is wanted for the ST (and of course, what you would buy). This applies to hardware and software. This company has been very successful in the Commodore area

and is now looking to the ST market. If any owner has hardware designs or ideas, then they would take them over and complete/market them. (They also have overseas contacts.)

One project they are working on, is a Multi-User parallel system. This would be ideal for schools, and I for one wish them the best.

Genlock/A-D Converters/Clock Module/Video-Sound Digitizers etc. etc. Inundate them with YOUR wishes now, (attention Andy Hockridge).

Meanwhile, Neriki in Sydney is putting the final touches to its GENLOCK this week, and the Polaroid system (see a previous issue) should also be finished within a week. Aegis Animator ST is available, and we should see a lot more support from them once Atari get moving.

Our BBS could be up and running within a week. We are just awaiting the arrival of some suitable software which is imminent. Now that Andrew has his new DS drive he is very happy (the Brian P. drive for around \$240).

Next meetings are: August 17 (Modbury ST); September 7 (Gilles St - Annual General Meeting); September 21 (Modbury); October 5 (Gilles St).

The fees will be decided at the AGM. Please help us by renewing early.

Atari ST user (UK) magazines are now being received regularly for \$4 (\$5 posted).

That's it for this issue.

MINUTES - Meeting - 6th July 1987

by Peter Gibson

7.45 Meeting opens. President's address welcoming visitors, members and guests. Remember, if you have a problem, utilise the expertise of the other Club members, somebody may have the answers you have been looking for.

The Club magazine is almost ready to go. Our new editor Raewyn, along with Brian and Norm have prepared the masters, but we have run into a problem. Our printer cannot continue to produce the magazine, and as a result we have to find a new CHEAP source of printing, if any members can help please notify the Committee. There is now a deadline for material to be included in our magazine, this will be the 23rd of each month. You can download your articles via modem to Brian Peterson, give it to him on a 3.5" disk or give it to the following club officials to download for you: Peter Gibson in the north, Peter Waterman in the north-east, or Neil Patterson in the south.

A revision of the constitution to incorporate the formation of Special Interest Groups (SIG's) will be presented at the September AGM, watch the club magazine for details

Our next meeting will be held at Modbury Primary School, for ALL members, especially the ST'ers amongst you.

New magazines are available again tonight, Atari ST User, Atari User, Antic, Analog and even a few Atari Explorers so get yours now !!

Club disks are available tonight for both machines. Software for the 8-bit machines is still available, the Computer Centre have some, along with 34 ST titles, and Highbury Computers have some 'Flippy' disks (Commodore on one side Atari on the other), so keep your eyes open there is still software around.

cont'd on page 18

ADELAIDE ATARI COMPUTER CLUB
FASTER DISK MAGAZINE INDEX

~~~~~  
PRICE: \$10.00 PER DISK OR \$11.00 PER DISK INCLUDING POST AND PACKAGING  
~~~~~

Vol. 1 Number 1 May 1986

Newsletter

| | |
|-----------|---|
| Editorial | About Faster. |
| Review | Review on ST BBS from Michtron. |
| C | C Tutorial |
| Pascal | First of a series of lessons in Pascal. |
| ST BBS | List of BBS in North America. |
| ST Soft | Current software listing. |
| Softfast | Faster PD software listing. |

Programs

| | |
|----------|-----------|
| Sources | |
| Tinytool | C source. |
| Bicalc 2 | C source. |

Accessories

| | |
|----------|---------------------|
| Tinytool | Disk sector editor. |
| Bicalc 2 | Calculator. |

Vol. 2 Number 2 July 1986

Newsletter

| | |
|-----------|---|
| Editorial | |
| Interview | Faster interviews Midi programmers Charles Guerin and Graham Wolfe. |

Reviews

| | |
|--------------|--------------------------------------|
| Music Studio | Midi program. |
| Zoom Racks | A different approach to a data base. |
| Flash | Terminal Program for the ST. |
| Pascal | Second lesson in Pascal. |

Programs

| | |
|----------------|-------------------------------|
| Sources | |
| Screen Protect | C source for Screen Protect. |
| Label Maker | C source for Label Maker. |
| Wait | C source for Wait. |
| Label Maker | Make your own labels. |
| Wait | Wait for a key to be pressed! |

Accessories

| | |
|-------------|--|
| SCRPROT.ACC | Protect screen by having it turned off until a key is pressed. |
|-------------|--|

Vol. 1 Number 3 September 1986

Newsletter

| | |
|----------------|---------------------------------|
| Editorial | |
| PD Information | |
| PD Listing | Current PD listing from Faster. |

Reviews & Hints

| | |
|--------------|--------------------------------|
| Hippovision | Video digitiser review |
| Winter games | Winter Olympics review. |
| The Pawn | Hints and tricks for The Pawn. |

| | |
|--------|-------------------------|
| C | C Tutorial. |
| Pascal | Third lesson in Pascal. |

Programs

| | |
|-----------|------------------------------------|
| Make Boot | Producing executable boot sectors. |
| Boot | Producing executable boot sectors. |
| Shen Draw | Limited paint and draw program. |
| Shen Draw | Running version of above source. |

Vol.1 Number 4 November 1986

Newsletter

| | |
|-----------|--------------------------|
| Editorial | |
| C | C Tutorial. |
| Pascal | Fourth lesson in Pascal. |

Reviews

| | |
|-----------------|-----------------------------------|
| Mark Williams C | C compiler, assembler etc. |
| E&Z Track | Midi sequencer/20 track recorder. |
| Michtron 2 | Update on Michtron BBS. |

New Products

| | |
|---------------|---------------------------|
| Print Technic | Video digitizer. |
| Magic Sac | Apple Mackintosh emulator |

Programs

| | |
|-------------|---|
| Sources | |
| Keyboard.C | ST keyboard emulates an IBM typewriter. |
| Keyboard.S | ST keyboard emulates an IBM typewriter. |
| Format | Custom format SS and DS disks. |
| Numbers.PAS | Number guessing game. |
| Poker | Poker game. |
| Keyboard | ST keyboard emulates an IBM typewriter. |
| Format | Custom format SS and DS disks. |
| Numbers | Number guessing game. |

Vol. 1 Number 5 January-February 1987

Newsletter

| | |
|-----------|--|
| Editorial | |
| C | C Tutorial |
| Pascal | Fifth lesson in Pascal. |
| Film | Document on a computer animation film project. |

Reviews

| | |
|------------------|--------------------------------------|
| Steinberg Pro 24 | Midi review. |
| Flight Simulator | We all know what that is! |
| Techmate Chess | Chess game. |
| St Karate | Karate game. |
| Fire Blaster | Arcade type space game. |
| Super Cycle | Motor Cycle race game. |
| Champ Wrestling | Wrestling game. |
| World Games | Combination winter and summer games. |
| Farenheit 451 | Adventure game. |
| Ultima 3 | Game based on Dungeons and Dragons. |
| Magic Sac | Mackintosh emulator update. |

Programs

| | |
|----------|---|
| Source | |
| Poker | Poker source from last months poker game. |
| Checkers | Checker game. |

Accessories

| | |
|----------|-------------|
| Mini Dos | Dos utility |
|----------|-------------|

Vol. 1 Number 6 March-April 1987**Newsletter****Editorial**

C

C Tutorial #6

Pascal

Sixth and final lesson in Pascal.

Film Animation

Second document on a computer animation film project.

Hardware

The Atari ST Floppy Disk.

First of a three part tutorial on how to program the ST floppy disk.

Reviews

Regent Word II

Word Processor.

Regent Base

Data Base.

Karate Kid II

Action Game.

Walkthru

A step by step guide through King Quest I, King Quest II, King Quest III.

Circle Starship

A guide to space strategy game themes.

Foreign

News

Club of the month "Current Notes"

Programs

Source

Mini Dos

Mini Dos source (also see Vol. 1 No.5)

Infinity BBS

Program source for an experimental BBS.

Infinity BBS

Configuration source. Infinity BBS is an experimental BBS that allows users to create their own message areas.

Game

Slot Machine

Works on all three screen resolutions.

Vol. 2 Number 1 First Anniversary Issue**Newsletter****Editorial**

C

C Tutorial #7.

Pascal

Index of tutorials from Vol. 1 of magazine.

Film Animation

Third document on a computer animation film project.

Hardware

The Atari ST Floppy Disk.

Second of a three part tutorial on how to program the ST floppy disk.

Reviews

Modula 2

Language.

GFA vs Fast Basic

Language.

10th Frame

Pro bowling simulator.

Midi News

Spreadsheets

Comparison between VIP Professional, A-Calcul and Swiftcalc.

Publishing Partner

A very powerful desktop publishing program.

| | |
|--------------------------|---|
| Emulator City | News on what is happening with emulators for the ST. |
| Print Technik Realitizer | Video Digitizer. |
| Walkthru | A step by step guide through Black Cauldron, Space Quest. |
| Circle Starship | A guide to space strategy game themes. |
| Foreign | Club of the month "National Capital Atari User Group" Canada. |
| Programs | |
| ABZMon | File and memory interegration, memory disassembler. |
| Othello | Game. |
| Reboink | Game. |

Minutes cont'd from page 14

Now for some important news :-ATARI CORP HAS COME TO AUSTRALIA. Yes Atari is now here itself. The new company will be known as " ATARI COMPUTERS PTY. LTD. " and will be headed by NIGEL SHEPPARD who was formerly the president of Commodore North America, and before that in charge of Commodore Australia. Atari aims to become a MAJOR force in the computing industry in Australia. Nigel has taken over all the staff formerly from Mobex plus some more besides, so Tony Wilmot will still be 'our man' here. Some of our Committee were invited to the official launch held at the Richmond Hotel, Rundle Mall on the 1st July, and can assure you that Atari really means buisness, and are here to STAY. The official date Atari takes over is the 4th of July. (A significant date perhaps.)

ALL the Atari products will eventually be for sale in Australia, as a general rule the approximate cost being DOUBLE the recommended retail in America. This means a few items will come down. The 20meg hard disk is down to \$1495:00; the 2600 VCS to \$99:00, and the XE Games Machine \$299:00 (in direct competition with the new Nintendo Games Machine, but \$100 cheaper). The Atari PC and the MEGA ST's should be available in October at very competitive prices, but most incredible of all they expect to market the Atari Desktop Publishing System (Mega 2 ST,Laser printer and Publishing Partner) for amazingly under \$6000:00.

At this point Tony Wilmot took the floor, thanked all of us for our continuing support and gave a vote of confidence to the new company.

Treasurers Report. The Club still has some funds left. A balance of \$131:00. Support your club and buy some Magazines and Disks.

Member's Question, - Service, are we still tied to Datronics? - Tony's reply, - No. Others will be allowed to do repairs, with the support of Atari. Datronics will still be doing the warranty work, but anybody experiencing problems please get in touch with Atari. Information on these repairers and the User Groups will be in all the new products sold.

Source Media has Epson LX800 printers with tractor feed for \$460:00 Members, and \$499:00 Non-members, but be quick this special will not last for long. They also will be stocking FLT MODULA 2 for the ST for approx \$100/\$110.

We have a copy of the International ST Software Catalogue and a copy of the new Atari product information pack for everybodies perusal.

Finally before we end this meeting, a plug for a new publication originating from Australia called "COMPUTER CONNECTION", a private attempt to provide to the public, and to the various computer clubs, a broad base of information. It will be a FREE magazine funded by the advertising contained within it, so if you have anything you would like to see included in its covers do not hesitate to send it along to them. You could make a name for yourself as well as promoting YOUR Club.

8.30 Close of formal meeting. Tea and Coffee available again tonight.

measure numbers for all channels

- 3) Real Time Information - used for synchronising the separate devices.
- 4) Reset Information - the command to initialise all equipment.
- 5) System Exclusive Information - this enables a synthesizer to perform (or be made to perform) functions beyond the basic MIDI standard. Its format and use therefore (unlike the other four types of information) depend entirely upon the device.

MIDI-equipped instruments and computers can operate the interface in any one of three modes:

- 1) Omni Mode - This allows up to 16 polyphonic synthesizers to play the same part in parallel, under the control of a master computer or sequencer, using channel 1 only.
- 2) Poly Mode - Individual addressing of devices is possible in this mode, which means separate parts can be played by separate machines, operating on different channels.
- 3) Mono Mode - A synthesizer in this mode can receive on as many channels as it is able, each channel controlling a different voice. This enables 'after-touch' on keys, and importantly, true *legato* (smooth joining of notes) by changing the note pitch without having to turn the note off and on again. So Omni mode enables control of the maximum number of different devices whilst sacrificing their individual flexibilities; in contrast, Mono mode enables the full power of just a few devices (depending on how many voices each has) to be used; Poly mode is a compromise between these extremes

For more detailed information on the interface, the Sequential Circuits MIDI Specification (available from the distributor, Electric Factory) is the authoritative document. ETI Publications' 'Electronics and Music' magazine also presented an in-depth article on MIDI.

Overture: Atari

The MIDI capability of the Atari ST is one of the major reasons why I bought one. It is the first decent computer to include this hardware as standard. Yamaha's CX-5 (?) is a good musician's computer, but not very good for anything else; Commodore offer a MIDI connection as an add-on for the Amiga.

The Atari ST is equipped with all the standard MIDI interface hardware, with MIDI In socket and MIDI Out socket; the MIDI Out socket doubles as MIDI Thru. How the interface is used is of course completely under the control of software, so the computer is capable of using the full abilities of all MIDI devices.

If you are a keen D.I.Y.-er, you can program the MIDI ports in ST BASIC (for example) by sending MIDI data directly to them using the OUT and IN functions, specifying port number 3. In this case, a copy of the full MIDI specification is necessary, not to mention programming ability and enthusiasm.

There is however, a good deal of software already available, in a wide range of prices and sophistication. MIDI packages are of five basic types:

- 1) Sequencers - these programs control the overall structure and timing of a piece. They may provide real-time or 'step-time' control. Usually, for the sake of experienced musicians, they simulate the operation of their mechanical tape predecessors. Some are capable of handling as many as 60 tracks.
- 2) Voice Editors - are used to create voices or 'patches'. Many maintain well-structured libraries of your cherished weird and wonderful noises, so that your sequencing and other software can readily download the data to setup the voice on your synth. This is extremely valuable since many synths can't store a large number of voices.
- 3) Notation Programs - are useful to any kind of composer, but particularly those who want to play a MIDI instrument by ear, and let the computer write down the notes, in real-time or otherwise.
- 4) Samplers - are most important to those who are always looking for new sounds. With associated hardware, you can record snippets of real sounds, analyse and modify them (along with a Voice Editor) to your heart's content. Some can capture sounds with compact disc fidelity.
- 5) Recording Programs - mainly for synchronising external recorders. This type of software will probably become more important as electronic storage devices such as read/write optical discs become cheaper.

Some of the more professional software is compatible with SMPTE: a time-code standard for synchronising music to motion pictures. This is useful for soundtrack composers or recording artists who want to make their own film clips.

There are also various utilities to let you use MIDI music in other software such as games.

A fair range of synthesizers are covered, including the Casio CZ101 (see the 2nd Movement in this Sonata), Yamaha DX7/DX21/DX27/DX100/FB-01/TX-81Z, Prophet 2000, Akai S-900, Oberheim and Mirage.

Activision's Music Studio is a fairly basic but inexpensive (about \$90) package that is MIDI compatible with the Casio CZ101 synthesizer, a good and relatively cheap (at about \$500) synthesizer for beginners. Unfortunately Music Studio does not run in monochrome, and doesn't appear to support full voice editing.

Locally, probably the most comprehensive range of MIDI software for the ST is available from Festival Music at Glenelg (see their advertisement on the back of the June issue of Feedback). I have been told that most of the programs run in monochrome and that the CZ101-specific programs enable full voice editing.

In the second movement, I'll delve into the details of the Casio CZ101 synthesizer, using it with Music Studio and other MIDI software.

CONSTITUTION
of the
ADELAIDE ATARI COMPUTER CLUB

1984
(AMENDED 1985 1986)

1 TITLE

The official title of the Club shall be A A C C (ADELAIDE ATARI COMPUTER CLUB).

2. OBJECTIVES

2.1 Provide a venue for owners and users of ATARI computers to meet in a friendly atmosphere

2.2 Provide a Newsletter, to inform all members of Club activities and to disseminate information and learning features

2.3 Provide activities that are representative of the members wishes

2.4 Provide a forum for the recognition of individual members work or programming activities

2.5 The Club shall be a NON-PROFIT organisation

2.6 The Club does not condone breaking of COPYRIGHT laws

3. MEMBERSHIP

3.1 Membership shall be FAMILY membership, ie membership shall include ALL the IMMEDIATE family

3.2 All financial members shall have all entitlements associated with the Club.

3.3 All financial members shall receive a copy of the constitution

3.4 LIFE members shall be determined by the committee and such membership shall have the status of full membership.

3.5 Country members must reside at least 50 kms from ADELAIDE Such members shall be entitled to attend Club meetings, obtain by mail the newsletter, participate in Club competitions, and have access to the Club library

3.6 Visitors are welcome to a MAXIMUM of 2 visits, after which they will be requested to become financial members Such visitors will not be entitled to enter any Club competitions vote on any matters pertaining to the Club or take advantage of any membership privilege

4 SUBSCRIPTIONS

4.1 The annual subscription shall be set at the ANNUAL GENERAL MEETING Such amount to cover all costs incurred by the Club The due date for payment of such subscription shall be one month from the date of the ANNUAL GENERAL MEETING

4.2 A member shall be deemed to be un-financial if after a period of one month from the due date, the annual subscription shall remain unpaid At least two reminders either written or verbal must be issued before the membership shall be terminated

4.3 Un-financial members shall not be entitled to enter any Club competition vote on any matters pertaining to the Club or take advantage of any membership privilege

5. BANK ACCOUNT

5.1 A Bank account shall be opened in the name of ADELAIDE ATARI COMPUTER CLUB and shall be used for Club business There shall be TWO signatures required for the withdrawal of funds Any two of the following shall be those signaturaries CHAIRMAN TREASURER, SECRETARY

5.2 All Expenditures shall be authorised by the committee and be confirmed at GENERAL MEETINGS

6 COMMITTEE

6.1 The committee shall consist of a President, Vice President, Secretary Assistant Secretary, Treasurer Public Relations Officer Librarian 2 Software Librarians, Editor, BBS Sysop

6.2 Only financial members may nominate for any position on the committee

6.3 In the event of a casual

vacancy occurring the committee shall appoint a successor until the next ANNUAL GENERAL MEETING

6 4 The committee shall have the power to co-opt members in a non-executive position

7 GENERAL MEETING

7 1 A GENERAL MEETING of the Club shall be held at least once per month. The dates shall be determined by the committee, and all members shall be advised accordingly

8. ANNUAL GENERAL MEETING

8 1 The ANNUAL GENERAL MEETING shall be held in the month of SEPTEMBER of each year

8.2 Election of the Committee

8.2 1 All Officers of the Club must retire after 12 months but shall be eligible to renominate for a further term

8 2 2 Nominations shall be called for in the July issue of the Newsletter, and published in the AUGUST issue.

8 2 3 All nominations shall be declared closed at the GENERAL MEETING in AUGUST of each year

8 2 4 Election shall be by vote of the members present at the ANNUAL GENERAL MEETING

8 2 5 The nominee shall be declared elected by simple majority

8.2.6 If it shall happen that all positions have not been filled by the prescribed method, nominations shall be called for from the members present at the ANNUAL GENERAL MEETING

8.3 Appointment of Auditors

8 3 1 One auditor to be appointed by the reigning committee and endorsed by the members at the AUGUST General Meeting. He/She shall report to the ANNUAL GENERAL MEETING

9. CHANGES TO THE CONSTITUTION

9 1 A "NOTICE OF MOTION" with

the name of the proposer and the seconder, shall be published in the newsletter prior to the ANNUAL GENERAL MEETING, and appear on the AGENDA of the ANNUAL GENERAL MEETING. A simple majority of the members present at the ANNUAL GENERAL MEETING shall be required for the motion to be passed

10 INTERPRETATION

10 1 The committee shall be the authority for interpreting the constitution. Any member dissatisfied with that interpretation shall have the right to bring the matter forward to a GENERAL MEETING for consideration

11 FINANCIAL REPORT

11 1 An annual financial report shall be prepared for the preceding year ending June 30th and submitted for audit

11.2 The treasurer shall report at each ANNUAL GENERAL MEETING on the Club's finances. He shall also report from time to time as called upon to do same

12 DISSOLUTION

12 1 It shall be lawful for members to call a SPECIAL MEETING of the Club to dissolve the Club, provided that every member of the Club receives at least ONE MONTHS notice of the date and time of the SPECIAL MEETING in writing

12.2 A two-thirds majority of the members present at the SPECIAL MEETING shall be required before the Club can be dissolved

12.3 Provided that the majority is obtained, the members at the SPECIAL MEETING shall decide on the manner in which the ASSETS of the Club are disposed of

12 4 All members shall be entitled to a refund of unexpired subscriptions provided that all unpaid liabilities of the Club have been met

13 CANCELLATION OF MEMBERSHIP

13.1 The Club reserves the right to cancel any membership, if in the opinion of the committee, the defaulting member has been guilty of

conduct detrimental to the functioning of the Club or its image.

13 2 Any membership so cancelled shall have no right of appeal, and no call on any assets of the Club

14 JOB DESCRIPTIONS

14 1 President

14 1 1 Co-ordinate all Club meetings

14 1 2 Call all committee meetings

14 1 3 Delegate duties to the committee members where uncertainty of responsibility occurs

14 1 4 To chair all meetings In the absence of the President the Vice President shall chair the meeting

14 2 Secretary

14 2 1 Maintain a record of all membership

14 2 2 Ensure the mailing list is up-to-date at all times

14 2 3 To be responsible for the signing up of new members

14 2 4 Ensure membership register is up-to-date and available at all meetings.

14 2 5 To provide a current list of un-financial members to the committee

14 3 Assistant Secretary

14 3 1 Take minutes of all meetings of the Club.

14 3 2 Assist the Secretary in his duties

14 4 Public Relations Officer

14 4 1 Liaise with Australian and Overseas magazines, and general media, about Club, venue and activities

14 4 2 Co-ordinate special interest groups within the Club.

14 4 3 Liaise between groups and committee, and provide for

reports to the Editor

14 4 4 To solicit support from as many organisations as possible but ensure that no conflict of interest occurs

14 4 5 Provide the necessary support to organisations who support the Club

14 4 6 Obtain concessions etc for Club members where possible

14 5 Software Librarians

14 5 1 To maintain all Club disks with Public Domain Software and programmes supplied by members

14 5 2 Make available to members all software and programmes for their use

14 5 3 Supply to the newsletter from time to time, information of all software and programmes available

14 6 Librarian

14 6 1 To maintain all literature supplied to the Club for members

14 6 2 To produce an up-to-date library index

14 6 3 To provide books, magazines, etc to Club members on a normal library basis

14 7 Treasurer

14 7 1 To maintain the funds of the Club

14 7 2 Provide funds for repair of equipment used by the Club.

14 7 3 To ensure funds are available for legitimate Club business

14 7 4 To prepare annual financial reports

14 8 Editor

14 8 1 Co-ordinate articles, programs and submissions and prepare the newsletter

14 8 2 To provide a continuous improvement of quality

14.8.3 To call for submissions and articles and user information

14.8.4 To use and reprint, items or programmes from other Club Newsletters,

14.9 BBS Sysop

14.9.1 To operate and maintain a Bulletin Board System, for the use of Club members

14.9.2 To advise members on Telecommunication, Equipment and Procedures

14.9.3 Supply at regular intervals, reports on "The BBS scene" to the Club newsletter

14.10 Vice President

14.10.1 Chair all meetings in the absence of the President. If both President and Vice President are absent, a member of the committee shall be appointed to chair the meeting

14.10.2 Assist the President in his duties

15. A.A.C.C LIBRARY

15.1 Equipment and software in the library shall be made available for loan or hire to all financial members of the Club, for a period of two weeks, which may be extended if no other member requests a loan of the said software or literature. A member who fails to return material on time may have loan facilities suspended or cancelled, until the outstanding material is returned

16 SPECIAL INTEREST GROUPS (SIG's)

16.1 Members may form Special Interest Groups within the framework of the Club

16.2 Any SIG will elect a spokesperson who will co-ordinate activities within that group and ensure that a report is supplied to the Editor for the Club's newsletter

16.3 A committee member will be an ex-officio member of any SIG

FOR SALE

I still have available on behalf of Michael Wilkinson the following software at prices which match exactly the Rundle Street prices where similar programmes are available for competing machines. Please contact me on phone 276 6057 or at club meetings.

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Some Tips on Computer Care

by Martin Simi

Reprinted from Q.A.C.E. (Queensland Ace)

I thought I would share a few tips on the care and maintenance of your computer garnered over 16 years of Field Engineering experience.

Computers do not like to operate in high temperature conditions. They also have a hard time tolerating dusty and/or dirty environments.

Although we all do it (myself included), drinking a beverage around a computer is asking for trouble. Liquid of any type getting into the computer causes shorts, and can destroy your computer. If you do accidentally spill something into your computer, the best course of action is to immediately turn it off. Then disconnect the power and take it to a service centre.

A highly sugared beverage, besides causing shorts, will also gum up the keyboard. As it evaporates, it leaves behind the sugar. This is perhaps the worst kind of spill, because it can be potentially the most expensive to fix. Also, eating around the computer should be discouraged, because of the crumbs that can fall into the computer.

Computers do not like a low humidity environment. Low humidity causes static electricity. Static discharge from you to your computer can cause many things, including damage. The usual problems caused by static discharge are two in number. You may lose the program in memory as the static discharge clears the RAM, or it can cause a disk to be wiped out and be unrecoverable.

Conversely, high humidity can cause corrosion on the components in your system. The ideal humidity range is between 40% and 60%. The ideal temperature range is between 60 and 80 degrees. These figures are for an operating system. Higher and lower extremes can be tolerated for a system that is not running.

Smoking around a computer is detrimental to it's health. Ash can fall into the computer, (it filters into the smallest places), and causes intermittent shorts. Smoke leaves an oily film over everything. If this film gets thick enough, it can conduct electricity. This film can also build up on your monitor or TV, causing distortion.

A film build up on disks causes the disk head to become dirty more often, causing read-write problems. Smoke also contains particles which when present in a disk drive, create an abrasive type action. This causes your read-write head to go bad sooner, and degrades your disk media.

The 40,000 volt charge on your color screen attracts dust to your monitor or TV. This should be cleaned regularly with a damp cloth while it is turned off. The outside of your printer and computer can also be cleaned with the same damp cloth. Dust covers should be used on all components when they are not in use.

To clean the head on your disk drive, it is not recommended to use an abrasive type cleaner. Most commercially available disk cleaners are of the abrasive type (check the label). Abrasive type cleaners cause excessive head wear. Isopropyl alcohol* is recommended to clean the head on your drive. Do not use rubbing alcohol as it contains additives that leave a residue. 95% pure Isopropyl is available at your local drugstore for a nominal charge. Also pick up some cotton swabs to use with the alcohol.

If you remove the cover from your disk drive, (WARNING: removing the cover will invalidate your warranty), you can see the inside of your drive, and watch it while it operates. If you put a disk in the system and turn it on, you will note a little arm that drops down on the disk. This arm is the pressure pad that pushes the disk against the head. The head is directly underneath the arm. With the disk drive off and unplugged, remove the disk, and scrub the head underneath the pressure pad with a cotton swab dipped in Isopropyl alcohol, followed with a dry cotton swab to dry off the head. Do this very gently so as not to harm the head. This is all that it takes to clean the head on your disk drive.

The quality of power available to your computer also has an effect on it. If power is very bad, it can damage your computer. Power problems usually show up as a direct result of power sags, and/or spikes. Brownouts are also not healthy for your computer. If you are aware that a brownout is taking place, the best course of action is not to use the machine at all.

Power sags and spikes are caused by large users of electricity, on the same line, being turned on and off. For example appliances, motors, drills, saws, etc. Sags and spikes can cause damage to a system but usually they just cause funny things to happen to the program and the TV. You may lose a program, or it may lock up in a loop. Disks can also be wiped out during these occurrences.

My Atari is on the same circuit as our washing machine, which causes my TV screen to shrink momentarily when it goes on. The Atari, however, seems to be well protected against this type of occurrence, and just shrugs it off.

While all the information above is accurate, if you do not understand anything, please do not attempt it, as I, or this publication, cannot be responsible for any damage resulting.

* For Australian readers, Isopropyl alcohol is NOT available at chemists, however, industrial methylated spirits can be bought at hardware stores. Industrial meths can be used to clean DD heads successfully. NB: do not use ordinary methylated spirits, as this leaves a film.

LIBRARY

We have now received back issues of ST Applications for the 520 and 1040 ST's. They contain various items and programs in Basic, Logo, C, Pascal and Forth. Regular features include items on MIDI (news, views and reviews of programs), ST Bulletin boards, latest news, User Groups, book reviews and hints and tips for the ST. Program and product reviews are listed below:

MAY 86

SUNDOG: A FROZEN LEGACY - FTL Games
MIND MINE 1Meg UPGRADE
KING'S QUEST - Sierra
MODULA-2/ST - TDI
DELTA PATROL AND MONKEY BUSINESS -The Other Valley Software
HACKER -Activision
PRINTMASTER -Unison World

JUNE 86

N-VISON -Audiolight
THE BLACK CAULDRON -Sierra On Line
VIP PROFESSIONAL -Vip Technologies
PERSONAL PASCAL -OSS
HABA CHECK MINDER -Haba Systems
CARDS -MichTron
BRATACCAS -Prygnosis(England)
FAST/BASIC M -Philon, Inc
MOUSPAD -Moustrak, Inc
JULY 86

TIME BANDITS -MichTron
HIPPOCONCEPT
MT-FORTH-83 -Mind Mine Computer Center
SWORD OF KADASH -Penguin
ENTERTAINMENT JACKPOT -Martin Consulting
PROCOPY -Proco Products
BUSINESS TOOLS -MichTron
AUGUST 86

CAD-3D -Antic Software
DFT -MichTron
FIRST WORD -GST Holdings
RED ALERT -Antic Software
CHAT (V2.0) -SST Systems
ST CRUNCH -Cherry Software
MAJOR MOTION -MichTron
PJ-1080A INK JET PRINTER -CANON
SEPTEMBER 86

CORNERMAN -MichTron

ROGUE -Epyx
TALENT RAM DISK AND PRINT SPOOLER -Talent Software
LOGIKHORN CLOCK CARD -Soft Logix
KISSED -MichTron
BRIMSTONE -Broderbund
OCTOBER 86

A FINALWORD IN THE HAND -Mark of the Unicorn
PECAN AND PRO Fortrans -Pecan Software systems, Inc
Prospero Software
LEADERBOARD -Access Software
PERSONAL MONEY MANGER -MichTron
MULTI FORTH -Creative Solutions Inc
MACH2 FORTH -Palo Alto Shipping
BUSINESS STATISTICS -Loinheart
NOVEMBER 86

PC BOARD DESIGNER -Abacus Software
MEGAFONT ST -Xlent Software
BALLYHOO -Infocom
SILENT SERVICE -Microprose
DO-TOPOS -Polarware
MAGIC SAC ' -Data Pacific
MACRO ASSEMBLER -Metacomco
STRIP POKER -Artworx
DECEMBER 86

WORD WRITER -Timeworks, INC
ST KEY -Dist by Shanner, Int.
ACTION PAK -Action Software
FINANCIAL COOKBOOK -Electronic Arts
BREAKERS -Broderbund
WINTER GAMES -Epyx
PEGGAMMON -Artworx Software
SMALL BUSINESS LEDGER -Synsoft
THE GRAPHIC ARTIST -Progressive Computer Applications
HACKER II -Activision
MAKE IT MOVE -Avila Associates
ALT -MichTron
THE ANIMATOR -MichTron
EASY DRAW -Migraph

Sound with Personal Pascal (ST)

by Bruno Andrighetto

Control Sound with OSS Personal Pascal

OSS Personal Pascal is an easy to use development system, extending standard Pascal with the addition of GEM calls and some Modula2-like features. The manner in which it accesses GEM makes it quite easy for the beginner to program in GEM. Often one call can replace many calls required by most C systems. The price paid however is some lost flexibility. Another short-coming of Personal Pascal is the exclusion of some important GEM calls, such as icon management, line-A support and controlling the built-in General Instruments/Yamaha AY3-8910 sound chip. This article is intended to fix the latter.

When the people at OSS wrote Personal Pascal they decided to provide programmers with a back-door method of using the Atari ST's special features. PP programmers can access calls for such features as MIDI control, random number generation, file handling routines, and other low-level functions with the directives BIOS(n), XBIOS(n) and GEMDOS(n) [where n is the function number desired]. Page 6-91 of the PP manual gives a brief and vague description on these calls, referring readers to manuals from the Atari Developer's Kit or the Abacus books. As I didn't have such manuals I didn't give them any further thought, until ...

After reading through some Antic issues from the early days of the ST I came across an article about using sound calls in Haba Hippo-C. The article explained that by linking the assembled code provided with the article to a compiled Hippo-C program, one could make calls to the sound chip. The article stated that the XBIOS call which allows access to the sound chip is XBIOS(28). I then remembered the easier method by which PP allows programmers to make XBIOS calls, so I decided to do some experimenting. I am pleased to report that sound control is achievable with PP if a procedure (Gia_write) and a function (Gia_read) are included in the source code.

I have included a sample listing to show how to construct the routines and how to call them. In the example I have also included a function to generate a random number using XBIOS(17).

Personal Pascal Sound Demo

This demo (intended for compilation with TOS option) simply sounds 250 random pitched notes whilst plotting 250 asterisks in random positions on the screen.

Using the new sound calls in PP is similar to using the Giaccess() call in the C language. However you can't use a procedure name as a function name in Pascal. Therefore I have named the writing call to the sound chip Gia_write [for Giaccess: write, which is a procedure] and the reading call Gia_read [for Giaccess: read, which is a function].

The first call to the sound chip in the demo is to set the volume:

```
Gia_write( volume, ch_a_vol+write_c );
```

where volume is the volume requested, ch_a_vol is the volume register for channel A, and write_c is the value we must add to the register to tell the system we are writing to the sound chip. Next we must save a copy of the current value in the channel enable register of the sound chip, as this register is also used to control the floppy disks. The call to do this is:

```
port_state := Gia_read( i, ch_enable );
```

where port_state is the variable which holds the present value of the register, i is a dummy variable, and ch_enable is the channel enable register. This call must be made if you want to keep control of your disk drives! The third call in the demo to the sound chip selects the pure tone option:

```
Gia_write( 60, ch_enable+write_c );
```

where 60 is the value for pure tones. Now that we have set the chip we can send the pitch notes to it with the calls:

```
Gia_write( lo_note, ch_a_lo+write_c );
```

where lo_note is an 8-bit value for a fine tune for channel A, and ch_a_lo is the register. The other call is:

```
Gia_write( hi_note, ch_a_hi+write_c );
```

where hi_note is a 4-bit value for a coarse tune for channel A, and ch_a_hi is the register. These two calls are repeated 250 times to produce 250 random pitched notes. To end our access to the sound chip we must make two more calls:

```
Gia_write( 0, ch_a_vol+write_c );
```

sets the volume for channel A to 0 [i.e. turns it off] and:

```
Gia_write( port_state, ch_enable+write_c );
```

restores the original value for the channel enable register, and thus allowing you access to your disk drives.

I hope this article proves useful, and if anyone knows of any version of Personal Pascal later than 1.10 (May 2, 1986) please let me know.


```
PROGRAM Personal Pascal Sound Demo (output);
  { By B. Andrighetto. Adapted from Hippo_Sound, Antic March 1986 }
```

```
CONST
```

```
  write_c = 128 ; {add for write command}
  read_c = 0 ; {add for read command}
  volume = 9 ; {volume value}
  ch_a_lo = 0 ; {channel A fine tune register}
  ch_a_hi = 1 ; {channel A coarse tune register}
  ch_enable = 7 ; {channel enable register}
  ch_a_vol = 8 ; {channel A volume register}
```

```
VAR
```

```
  i, j, {misc variables}
  port_state, {saved channel/port enable variable}
  lo_note, {fine tune variable}
  hi_note, {coarse tune variable}
  x_pos, y_pos {cursor position variables} : Integer ;
  blank {Blank line variable} : String ;
```

```
PROCEDURE ClrScr ; {Clear Screen}
```

```
  BEGIN
    Write(Concat(chr(27),'E')) ;
  END ;
```

```
PROCEDURE Home ; {Place cursor at Home position}
```

```
  BEGIN
    Write(Concat(chr(27),'H')) ;
  END ;
```

```
PROCEDURE Place(x,y : Integer) ; {Place cursor at position (x,y)}
```

```
  BEGIN
    Write(Concat(chr(27),'Y',chr(y+32),chr(x+32))) ;
  END ;
```

```
PROCEDURE Do_Delay(n : Integer) ; {Do a Delay loop}
```

```
  VAR i, j : Integer ;
  BEGIN
    FOR i := 0 TO n DO
      j := (n*n+n-n) DIV (n*n+n-n) ;
    END ;
```

```
FUNCTION Gia_read( data, register : Integer ) : Integer ;
```

```
  XBIOS(28) ; {Read value from sound chip register}
```

```
PROCEDURE Gia_write( data, register : Integer ) ;
```

```
  XBIOS(28) ; {Write data to sound chip register}
```

```
FUNCTION Random : Integer ; {Random number generator}
```

```
  XBIOS(17) ;
```

```
BEGIN
```

```
  ClrScr ;
  Place(0,10) ;
  Write(' Welcome to a simple demo ... ') ;
  Place(0,12) ;
  Write(' By B. Andrighetto, with Personal Pascal') ;
  Place(0,14) ;
  Write(' Portions of this code are (C) OSS & CCD') ;
  Home ;
  FOR i := 1 TO 3 DO
    Do_Delay(25000) ;
  ClrScr ;
```



```

Place(0,0) ;
Blank := ' ' ;
FOR i := 1 TO 79 DO
  blank := Concat( blank, ' ' ) ;
FOR i := 0 TO 22 DO
  Write(blank) ;
Home ;
Place(27,0) ;
Write('Personal Pascal Sound Demo') ;
Place(27,1) ;
Write('=====') ;
Home ;
Do_Delay(10000) ;
Gia_write( volume, ch_a_vol+write_c ) ;
port_state := Gia_read( i, ch_enable+read_c ) ;
Gia_write( 60, ch_enable+write_c ) ;
FOR i := 1 TO 250 DO
  BEGIN
    x_pos := abs(Random MOD 80) ;
    y_pos := abs(Random MOD 20) ;
    Place( x_pos, y_pos+3 ) ;
    Write('*') ;
    lo_note := Random & $00FF ;
    hi_note := Random & $000F ;
    Gia_write( lo_note, ch_a_lo+write_c ) ;
    Gia_write( hi_note, ch_a_hi+write_c ) ;
    Home ;
    Do_Delay(1000) ;
  END ;
Gia_write( 0, ch_a_vol+write_c ) ;
Gia_write( port_state, ch_enable+write_c ) ;
FOR i := 1 TO 4 DO
  Do_Delay(25000) ;
END. {Personal Pascal Sound Demo}

```



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